



The Legend and The Land



Welcome to a world so rich in "anti-gravity ores" that even continents float in the sky. After great battles were fought, Terra Sancta was the only planet with liquid gold and water remaining. One man penetrated the defense system of Terra Sancta to obtain the precious water, which he controls together with "Five Kings."

Lead the
Zendorian
Brigade
into Battle!

As the population grows, water becomes scarce and resentment toward the Kings grows. Soon the entire planet is engulfed in a war between rebels using guerrilla tactics against the Alliance of City States. Become the Prince of ZENDOR, Commander of the Royal Alliance Expeditionary Forces and lead them on to victory!



Features: Select and deploy your forces for battle. Report command given you info about each ship. Cook your Stealth Cruisers to become invisible to enemy radar. Orcon from 15 weapons. Moreover, Model View shows currently selected ship, items, weapons, battles and short-range radar.



KOEI Corporation
500 Airport Boulevard, Suite 425
Burbank, California 91510

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SEGA SATURN

T-7604H



KOEI

P.T.O. II

Pacific Theater of Operations



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FOR PLAY ON THE SEGA SATURN™ SYSTEM

KIDS TO ADULTS



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- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth — wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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THE PACIFIC THEATER

The PACIFIC THEATER OF OPERATIONS II is a war simulation game based on the Pacific naval battles fought between the Allies and Japan in World War II. As the Chief of Naval Operations (U.S.A.) or the Chief of Naval Staff (Japan) you have full control of the Navy.

SCENARIOS

The PACIFIC THEATER OF OPERATIONS II has three campaign scenarios and ten short scenarios.

The Day of Infamy	Dec. 8, 1941	Short Scenario
The Brink of War	Nov. 26, 1941	Campaign Scenario
Counter Offensive	May 27, 1942	Campaign Scenario
Approaching V-Day	March 31, 1944	Campaign Scenario
Southern Operation	Dec. 9, 1941	Short Scenario
Battle of the Coral Sea	May 7, 1942	Short Scenario
Battle of Midway	June 4, 1942	Short Scenario
U.S.-Australia Plan	Aug. 7, 1942	Short Scenario
U.S.-Australia Plan II	October 26, 1942	Short Scenario
Admiral Koga Takes Command	Nov. 2, 1943	Short Scenario
Operation A-GO	May 3, 1944	Short Scenario
Battle at Leyte	Oct. 18, 1944	Short Scenario
The Final Days	Feb. 19, 1945	Short Scenario

VICTORY CONDITIONS

Victory conditions vary, according to each scenario. The game is over when either side scores a victory.

CAMPAIGN SCENARIOS

One of the following three conditions must be met to win a Campaign Scenario.

- Capture the capital of the enemy country.
- Reduce the productivity of the enemy country to 0.
- Achieve a total of over 1800 in base productivity.

SHORT SCENARIOS

Victory is won by achieving the final objective chosen in the beginning of the game within the time limit. Also, if you meet the campaign scenario conditions for victory in any scenario, the game is won.

KEY TO PLAY

STARTING A NEW GAME



- Make sure the power is turned OFF.
- Open the CD drive door and insert the PACIFIC THEATER OF OPERATIONS II game CD with the label facing upward.
- Close the door and turn the game system ON.
- The opening animation will begin. Push the START button to skip to the game set-up.
- Select START NEW GAME.
- Select a scenario to play. (Press a controller button to skip the scenario introduction.)
- Select which side (U.S.A. or Japan) you will play. Select BOTH SIDES to play a 2 player game, or DEMO GAME to view a demonstration of the game. To end a demo game, press the RESET button.
- Select the difficulty level of the game. At the Advanced level, you may adjust the settings for the amount of national income, the production time of a warship, the espionage level, and the Conference difficulty level for the U.S.A. and Japan.
- Select the game settings (See page 6, Set-up).
- Review your game set-up. If everything is OK, select ENTER to begin the game; otherwise select CANCEL to return to the scenario selection.

OPTION MENU

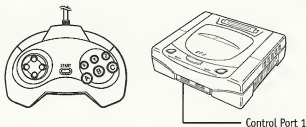
Select OPTION Menu by pressing the START Button.

SAVE Save your current game. You may save one game in the system memory and five games in a separately sold Sega Back-up RAM Cartridge.

LOAD Load a saved game.

QUIT Quit playing the game. You have the option to watch as the computer controls the rest of the game, or to start from the beginning.

GLOSSARY Learn PTO II game terms. Press Button C to select a game term. Press Button B once to switch the cursor to the alphabetical grouping menu at the top.

SET-UP Select ENTER after adjusting your game settings.**Messages** Adjust the speed of the message display. Fast/Average/Slow**Sound** Listen to the music and sound effects in Stereo or Mono.**Naval Battles** Decide whether you will view naval battles that do not involve your Navy. The SELECT option allows you to decide each time a naval battle is fought.**Air Battles** Decide whether you will view air battles that do not involve your Navy. The SELECT option allows you to decide each time an air battle is fought.**Land Battles** Decide whether you will view land battles that do not involve your Navy. ON/OFF**Animation** Decide whether you will view animation for events and commands. ON/OFF**Advice** Decide whether you will receive advice in the command phases and meetings. ON/OFF**THE CONTROL PAD**

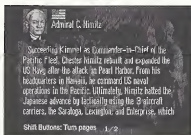
Plug the Control Pad into Control Port 1.

PRESS	FUNCTION
START Button	<ul style="list-style-type: none"> • Start the game. • Bring up the Option Menu.
Button C	<ul style="list-style-type: none"> • Select highlighted commands and items. • Answer YES to yes or no questions. • Select a position on the maps.
Button B	<ul style="list-style-type: none"> • Cancel selections. • Answer NO to yes or no questions. • End the command turn.
Button A	<ul style="list-style-type: none"> • Bring up a marked area on the maps.
Button Z	<ul style="list-style-type: none"> • Switch active menus on the maps.
Button X	<ul style="list-style-type: none"> • Switch between the Main Map and the Grid Map.
Left/Right Buttons	<ul style="list-style-type: none"> • Scroll the cursor on the maps. • Right Button + Directional Button = Jump between adjunct bases. • Left Button + Directional Button = Scroll by a grid square.
Directional Pad	<ul style="list-style-type: none"> • Move the map cursors. • Scroll through data screens.

ENTERING NUMBERS

A Number Window will be displayed when a command requires you to enter specific amounts. With the cursor at the far left, press the left arrow key on the Directional Pad to display the maximum amount. Press it again to display the minimum. To manually enter numbers, use the left and right arrow keys on the Directional Pad to select the unit, and the up and down arrows to increase or decrease the number. To enter the displayed number, press Button C.

BIOGRAPHIES



Select **BIOGRAPHIES** from the Start-up Menu to view information on historical commanders. Press Button Z to switch between Generals and Admirals. Press Left/Right Buttons to flip pages.

ARMS DIRECTORY

Select **ARMS DIRECTORY** from the Start-up Menu to view arms data in PTO II. Choose from Warships, Aircraft, Tanks and Submarines. Use Left/Right Buttons to flip pages.

GAME OVERVIEW

GAME FLOW

The game progresses by repeating a series of turns. A turn is comprised of a Move Phase and a Plan Phase, and one turn equals one day. Game play progresses through Japan Move Phase, US Move Phase, Japan Plan Phase, and US Plan Phase, in which each side alternates commands in each Phase and completes one full turn.

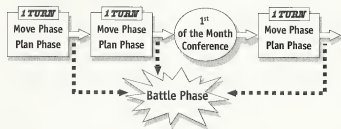
To end your turn, press Button B. Select **WAIT** to rest until the specified date. Only the Army and delegated units will execute orders during this time. You may cancel the auto play by pressing Button B.

MOVE PHASE Orders related to the Navy's movement.

PLAN PHASE Orders related to the Navy's strategy.

BATTLE PHASE Combat begins. You attack the enemy, or are attacked by the enemy (See page 34, Battles in the Pacific).

CONFERENCE There is a meeting on the first day of each month (See page 41, Monthly Conference). When the player attends the conference, the game will switch to the Conference Screen, and each topic will be discussed. After the conference, the game progresses to the next turn.



MOBILITY LEVELS (PTS)

Each unit has a mobility level which enables the unit to carry out orders. Depending on the orders, the consumption of mobility will vary. When a unit has 0 mobility, the unit cannot execute orders until the next turn. Some orders will not be executed until the next Phase, regardless of the remaining mobility. Each unit's mobility will be restored by the next turn.

ARMED FORCES

You command all units of the Navy, and cannot issue orders to the Army. The Army moves individually, according to the decisions made at the monthly conference.

COMMANDERS

A commander is the leader of a unit of the Navy or Army. As Chief of the Navy, you may appoint or dismiss commanders of the Navy (See page 20, Personnel). Appointing a commander will increase a unit's combat ability. The higher the rank of the commander, the more effective the results of attack and defense operations in combat. As a commander's Battle Experience levels increase, he will advance in rank.

UNIT TYPES

FLEETS A fleet is comprised of several warships. Fleets play a major role in P.T.O. II and are the main players in combat. Plot your strategy by moving the fleets into position.

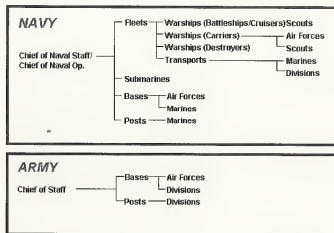
AIR FORCES There are three types of air force units: **Fleet Air Forces**, **Navy Base Air Forces**, and **Army Air Forces**. Fleet Air Forces escort its fleet, search for enemy units, and attack enemy bases and fleets. Base Air Forces attack the enemy, patrol areas around the base, and defend the base against an attack. Army Air Forces assist the Army in landing operations and protecting bases.

LAND FORCES There are two types of land forces: the **Marines** and the **Army**. Land forces attack enemy land forces, occupy enemy bases and posts, and defend bases. They can be transported by fleet and land at enemy bases for combat.

SUBMARINES Submarines destroy enemy transport ships, attack the enemy fleet, and patrol the seas.

UNIT	Fleets, Submarines, Air Forces	Fleets, Air Forces, Land Forces	Land Forces, Base Air Forces
ROLE	Battle Fleets at Sea	Capture Enemy Bases	Defend Bases

NAVY/ARMY STRUCTURE



BASES AND POSTS

Occupying bases and posts connected with the home port, will expand your supply routes (See page 12, Supply Routes).

BASES Repair and re-supply your fleets, assign your air forces to an airfield, and station your land forces at your bases.

POSTS Station your land forces at your posts.

CAPITALS AND HOME PORTS

The U.S. and Japan each have one home port and one capital.

HOME PORT The center of action for the Navy from which naval units are deployed. If it becomes occupied by the enemy, you cannot deploy your naval forces.

CAPITAL The center of action for the Army, from which the Army deploys its forces. If it becomes occupied by the enemy, you lose the game.

YOUR RESOURCES

NATIONAL BUDGET

A nation's budget is determined by the sum of its GNP and the productivity of its bases. Allocate your budget for the Navy, Army, Foreign Affairs, Base Upkeep, Technology, and the Government in the monthly meetings. The Navy's budget is used to produce weapons and construct bases.

SUPPLIES

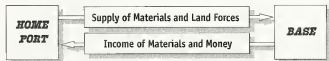
Supplies include fuel, food, and ammunition. The amount of a nation's supplies is determined by income from the bases it controls. Allocate supplies for the Navy, Army, and nation in the monthly meetings. Supplies earmarked for the Navy are used to move naval units, re-supply land forces, repair, supply, and construct fleets, and construct base facilities (See page 14, Map Menu-Supplies).

NATURAL RESOURCES

Some bases produce oil and ore, which are valuable resources in a war. The yield of these natural resources differ according to the base, and affects the base's income (See page 14, Map Menu-Ore and Oil).

SUPPLY ROUTES

Supply routes allow you to transport materials and deploy land forces to your bases. Connect your bases to your home port via supply routes, and money and supplies will be automatically transported from your bases to your home port and capital.



SEVERED SUPPLY ROUTES Bases isolated from supply routes will be displayed in light blue for US and orange for Japan in the Network screen under the Map Menu-NETWORK command (See page 13).

MAIN SCREENS

MAIN MAP



- 1 Map Menu
- 2 Map Cursor
- 3 Main Map
- 4 Unit Search

Press Button Z to switch cursors in the following order:

Main Map → Unit Search → Main Commands → Main Map...

MOVE THE MAIN MAP CURSOR

Use the Directional Pad to move the Main Map cursor. To slow the speed of the cursor, press the Left Button and the Directional Pad simultaneously. To move the cursor from base to base, press the Right Button and the Directional Pad simultaneously.

UNIT SEARCH

Select a unit from the Unit Search to display the unit's number. Units with delegated orders will be displayed in light blue for the U.S. and in orange for Japan. Units experiencing problems with delegated orders will be displayed in yellow. All other units will be displayed in blue for the U.S. and in red for Japan. Select a number to view the unit's data. Press Button C to display the Grid Map with the unit at the center. Press Button B to select a different unit.

SWITCH TO THE GRID MAP

To switch to the Grid Map, press Button C while the cursor is displayed on the Main Map.

MAP MENU

This command can only be accessed from the Main Map.

NETWORK (Net)

View the network of supply routes connecting bases and posts.

Blue	Red	Green
US base	Japan base	Neutral base

Light blue dots for US and orange dots for Japan indicate that the supply routes connecting those bases to the home port have been severed.

ORE

View the yield for ore at the bases.



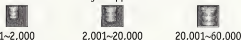
OIL

View the yield for oil at the bases.



SUPPLIES

View the amount of the Navy's supplies at each base.



MARINES/ARMY

View the Power level of Navy/Army land forces stationed at the bases. The maximum Power level of 1 land force division is 100, and up to 4 divisions may be stationed per base.



GRID MAP



- 1 Main Commands
- 2 Grid Map
- 3 Grid Map Cursor
- 4 Unit Search

Press Button Z to switch cursors in the following order:

Grid Map → Unit Search → Main Commands → Grid Map...

MOVE THE GRID MAP CURSOR

Use the Directional Pad to move the Grid Map cursor. To order fleets at sea, move the map cursor to a fleet and press Button C. To order fleets at port, land forces, and bases, move the map cursor to a base or post and press Button C.

Press Left/Right Button and the Directional Pad simultaneously to scroll the Grid Map in the selected direction.

SWITCH TO THE MAIN MAP

Press Button X to switch to the Main Map.

GRID MAP MARKERS

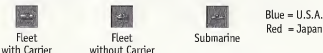
BASE/POST MARKERS

The base and post markers displayed on the Grid Map indicate the following:

	US	JAPAN	NEUTRAL
Base	Blue Square	Red Square	Green Square
Post	Blue Circle	Red Circle	Red Square

FLEET MARKERS

The fleet markers displayed on the Grid Map indicate the following:



Blue = U.S.A.
Red = Japan

The color of the fleet marker indicates which nation it sides with, and its remaining mobility. The number below the fleet marker is the number of that fleet.

ICON COLOR	MOVE PHASE	PLAN PHASE
Light	Full mobility	Reduced mobility
Dark	Reduced mobility	No mobility



WEATHER CONDITIONS

The weather affects the movements of your fleets and air forces. It is difficult to search for enemy units in harsh weather conditions.



Clear
Good reconnaissance
conditions.



Cloudy
Poor reconnaissance
conditions.



Rain
Air forces cannot
take off.



Snow
Air forces cannot
take off.



Fog
Air forces cannot
take off.



Storm
Air forces cannot take off
and fleets cannot move.

FLEET SCREEN



- 1 Fleet Commands
- 2 Fleet Name
- 3 Fleet Commander
- 4 Fleet Data

COMMANDING YOUR NAVY

MAIN COMMANDS

You may issue Main Commands in the Move and Plan Phases, except for the ASSIGN command. To select Main Commands, activate the Main Command menu on the Grid Map by using Button Z.

ORDER

Delegate orders to your fleets, submarines, base air forces, and Marines. Units will attend to their orders until they are accomplished, new orders are given, or the orders are canceled.

- 1 Select ORDER and the type of unit.
- 2 Select a unit to order. Units with delegated orders will be displayed in light blue for the U.S., and in orange for the Japanese. Units experiencing problems with an order will be displayed in yellow.
- 3 A list of orders will be displayed according to the type of unit. Select an order for the unit. Enter a target on the map if necessary. Press Button A to display a list of coordinates you have marked.
- 4 Verify your orders on the document. Select ENTER to execute your orders.

The following is a summary of the orders available for each unit.

FLEET

MOVE	Move to your base. The fleet will choose a course where it may avoid encounters with enemies.
SUPPLY	Move to your base for supply and repair.
ENGAGE	Move to your base while searching for and attacking enemies en route.
STRIKE	Send your fleet air forces to strike a target enemy base.
SHELL	Fire guns at a target enemy base.
LAND	Disembark your fleet air forces at a target enemy base.
ATTACK	Dispatch your fleet air forces to search an area for enemy fleets and attack them.
ANTI-SUB	Order your fleet to search for and attack submarines.

SUBMARINES

PORT	Order your submarine to call at your base.
SABOTAGE	Destroy transports at an enemy base.
PATROL	Search an area for enemy fleets.
ATTACK	Search an area for enemy fleets and attack them.

BASE AIR FORCE

PATROL	Search an area for enemy fleets.
ATTACK	Search an area for enemy fleets and attack them.
DEFEND	Search the surrounding area for enemy land forces and attack them.

LAND FORCES

OCCUPY	Occupy a target enemy base or post.
DEFEND	Defend the base or post.

ASSIGN

The ASSIGN command is available only in the Move Phase. Assign ships, aircraft, and Marines to your existing units, or create new units. You will not be able to give orders to a new unit until your next turn.

FLEETS

You may assign up to 8 ships (excluding transport ships) per fleet.

- 1 Select a fleet at the home port or a new fleet to which you will assign ships.
- 2 From the list of reserve ships, select the type of ship you will assign to the fleet. If you select a ship from the fleet, that ship will become a reserve ship.
- 3 Select ENTER to execute your orders.

BASE AIR FORCES (BASE A.F.)

You may assign up to 4 air force units per Navy base airfield. You cannot assign air force units to bases that are not linked to the home port.

- 1 Select a base to which you will assign an air force unit.
- 2 A list of the base's air forces will be displayed. Select a unit to which you will assign more aircraft, or select an open space to assign a new air force unit. If you choose to assign a new air force unit, a list of reserve aircraft will be displayed. Select which aircraft you will assign to the new unit.
- 3 Enter the number of aircraft you will assign. You may assign up to 20 aircraft per unit.
- 4 Select ENTER to execute your orders.

MARINES

Assign Marines to your home port. Marines will be automatically deployed from the Navy reserves. You may assign up to 4 Marine divisions to your home port.

LIST**FLEETS**

View information on your fleets. Fleets with delegated orders will be displayed in light blue for the American side and in orange for the Japanese. Fleets experiencing problems with orders will be displayed in yellow. To order a fleet, select one from the list.

NAVY AIR FORCES (NAVY A.F.)

View information on the Navy's base air forces. To order an air force unit, select one from the list.

MARINES

View information on the Navy's land forces. To order a division, select one from the list.

SUBMARINES

View information on your submarines. To order a submarine, select one from the list.

BASE

View information on all bases. Bases engaged in battle will be displayed in red. Select a base from the list to view detailed information at the Grid Map. To order a base, select one from the list. See page 30, BASE COMMANDS for details.



Capital



Home Port



Navy Base



Army Base

POST

View information on all posts. Posts engaged in battle will be displayed in red. Select a post from the list to view detailed information at the Grid Map.

ARMY**Battery**

View information on the Army's land forces.

Air Force

View information on the Army's air forces.

STRATEGY**VICTORY**

Display your victory conditions, missions, and the enemy's goals. To know the enemy's goals, you must develop a cryptograph which will decipher the enemy's code.

INTELLIGENCE (INTEL)**Enemy Fleet**

The number of enemy carriers, battleships, destroyers, and cruisers will be displayed. If your spy technology level is low, the numbers may be incorrect, or not displayed.

Spy Report

The port log of an enemy base will be displayed. A spy must have successfully infiltrated the base to obtain the information.

Sightings

When a base or fleet detects an enemy fleet, a sighting number, fleet number, date, and composition of the fleet will be recorded. The SIGHTINGS command displays this information. Detected fleets will flash on the Main Map when you select the sighting number from the Unit Search. Press the A Button to mark that location (See page 21, Mark).

Mark

Mark important locations on the Main Map. You may mark up to 3 locations. Marked locations will be recorded by name and longitude-latitude coordinates. When delegating orders to your units, you may select marked locations as targets.

PERSONNEL**Navy**

View a list of your Navy officers. Select an officer from the list to appoint as a commander of a unit. Select a commander of a unit to dismiss the officer of his command. The ranks of Navy officers from lower to higher are: Rear Admiral (RAdm) → Vice Admiral (VAdm) → Admiral (Adm) → Fleet Admiral (FAdm). An officer's Sea Battle Experience (Sea Exp) is determined by the amount of experience in naval battles and Air Battle Experience (Air Exp) by air battles.

Army

View a list of Army officers. The ranks of Army officers from lower to higher are: Major General → Lieutenant General → General → General of the Army. An officer's Air Battle Experience (Air Exp) is determined by the amount of experience in aerial battles and Land Battle Experience (Land Exp) by land battles.

INFORMATION (Info)**WARSHIPS****In Service**

View information on your warships currently in service.

Being Built

View information on your ships or submarines currently in production.

Sunk

View information on ships that you sunk and you lost within the current month.

Reserves

View information on your unassigned ships.

ARMAMENTS**Ship Class/Aircraft/Tank/Submarine**

View information on the ship classes, aircraft, tanks, and submarines from the U.S., Japan, and other countries.

New Arms

View information on your newly developed weapons.

NATION**Data**

View information on the national GNP, technology levels, base maintenance costs, and foreign budgets of the U.S. and Japan. Select the GNP or one of the technology levels to view a bar graph representing the changes over time.

Navy/Army

View information on the Navy or Army reserves.

Politics

View information on other nations' relations with the U.S. and Japan, Support levels, and foreign policies.

FLEET COMMANDS

COMMAND (ABBREVIATION) (PHASE) REQUIRED MOBILITY

NOTE: The * symbol indicates that once the unit executes the command, it will not be able to carry out other commands until the next Move/Plan Phase.

The following explains how to select a fleet to command.

- Select a fleet number from the Unit Search feature at the Main Map (See page 13, Unit Search).
- Select a fleet from the Main Command, LIST.
- Select a fleet at sea from the Grid Map.
- Select a base, then select a fleet at the base.

FLEET AT SEA

The following commands are available to your fleets at sea.

SAIL (MOVE PHASE) 1 OR MORE

Move your fleet. For every 100 km at sea, the fleet consumes 1 Mobility point. To return to port, select a base as your target.

- The fleet's sailing range will be displayed at the Grid Map, according to the Mobility level. Select a target to which the fleet will move. You may not move through land.
- Depending on the remaining Mobility, you may select another target. As Mobility allows, you may repeat these steps up to 5 times. To stop sailing with Mobility remaining, press Button Z and select SET COURSE.
- When you have sailed to the maximum of your Mobility, or you have mapped a course 5 times, select ENTER to set sail.

The following attacking ranges differ according to the maximum cruising range of the fleet air forces. Consider these ranges when moving your fleet. To view the ranges, press Button Z and select one of the following:

GUN RANGE

The fleet's range for an attack with its guns.

AIR RANGE

The fleet's range for an air strike.

ORGANIZE (ORG) (MOVE PHASE) 4*

This command normally requires 4 Mobility points, but for a fleet whose maximum Mobility is less than 4, the command may be carried out if the fleet has not consumed any Mobility points.

FORMATION

Change the formation and/or the positions of the fleet's ships. The following is a list of the different types of formations:



Circular Ships form a semi-circle with the flagship at the center.



Vertical Ships form a vertical line with the flagship in the lead.



Double Ships form two vertical lines with the flagship in the lead of one line.



Horizontal Ships form a horizontal line with the flagship at the center.



Diagonal Ships form two left to right diagonal lines starting from the flagship.

Follow the steps below to change the formation of your fleet and the positions of the ships.

- Use the Left/Right Button and select a formation.
- To change the positions of the fleet's ships, select a warship. The ship's name will be displayed in yellow. Select another ship and the two ships will exchange positions, or select an open space and the ship will move to that position.
- Repeat steps 1 and 2, until you are satisfied with the formation of your fleet, and select ENTER.

SCUTTLE

Scuttle ships that are outdated or damaged beyond repair. You may not scuttle a flagship when the fleet is at sea.

FLEETS

Exchange ships among your fleets.

- 1 Select a fleet with which you will exchange ships from the Grid Map. If you select your own fleet, you may divide it to make two fleets.
- 2 Select which ships you will exchange. Select an open space to move a ship to that space.
- 3 Repeat steps 1 and 2 until you are satisfied with the organization of your fleets, then select ENTER.
- 4 Decide the number of transport ships for Group 1 and Group 2 of each fleet.
- 5 Allot fuel for each fleet, then select ENTER to execute your orders.

FLEET AIR FORCES (FLEET A.F.)

Exchange air forces among your fleets.

- 1 Select a carrier whose air forces you will exchange.
- 2 Select another carrier from the same fleet, or use the Directional Pad to scroll data and select a carrier from a different fleet.
- 3 The air force units of each carrier will be displayed. Select which units will be exchanged with one another. When the units consist of the same type of aircraft, you must choose whether to exchange the entire unit or a select number of aircraft. When exchanging a select number of aircraft, you may not exceed the maximum capacity of the carrier.
- 4 Select ENTER when you are finished exchanging air forces, and return to the screen in step 1. You may select other carriers to exchange air forces, or select ENTER to execute your orders.

The following markers indicate the type of aircraft.



Fleet Fighter (FF) Capable of taking off and landing on a carrier. The main task is to protect their fleet. They are not suitable for attacking warships.



Fleet Bombers (FB) Dispatched from carriers. Suitable for attacking warships, land forces, and base facilities.



Fleet Attack (FA) Deployed from aircraft carriers. Their torpedo attacks on ships are powerful and effective. Use bombs for land targets.



Land Fighter (LF) Deployed from base airfields to protect the base and intercept enemy air raids.



Land Attack (LA) Large attack aircraft available only to Japan. They raid enemy targets with bombs and torpedoes.



Strategic Bomber (SB) Dispatched from base airfields to bomb military facilities and cities. Not available in early stages of the war since it requires high levels of Aeronautic Technology to develop them. In P.T.O. II only the Army uses strategic bombers on the U.S. side.

ESCORT (MOVE PHASE) 2

Order your aircraft to escort its fleet. At the end of 1 turn, the escorts will return to the carrier. Escorts will defend the fleet against an enemy air strike or gun attack.

- 1 Select the carrier from which you will deploy escorts.
- 2 A list of air forces aboard the carrier will be displayed. Select an air force. The selected air force will be displayed in red. You may select an unlimited number of air forces.
- 3 Select ENTER to send out the escorts.
- 4 You will return to the list of carriers. You may deploy more escorts from other carriers by repeating steps 1-3. When you are finished, select ENTER to execute your orders.

SEARCH (PLAN PHASE) 1

Send out the patrol craft aboard your carriers to search the surrounding seas for enemy fleets.

SHELL (PLAN PHASE) 1*

Attack an enemy fleet with your guns. After the Plan Phase, you will enter a naval battle.

DAY

Wage a gun attack in daylight. You may still attack at night after you launch an attack in daylight.

NIGHT

Wage a gun attack at night. Your rate of successful hits will decrease, compared to an attack in daylight. The success rate of torpedoes, however, does not change whether you attack at night or during the day. The enemy will not counterattack with aircraft.

FLEET

Attack an enemy fleet at sea.

- 1 The range of your gun attack will be displayed. Select an enemy fleet within your range.
- 2 After the Plan Phase, you will enter a naval battle (See page 34, Naval Battles).

BASE

Attack an enemy base or enemy land force.

- 1 Your gun attack range will be displayed. Select an enemy base or post where enemy land forces are stationed. Bases that are located inland and have no harbors may not be attacked, even if they are within your range.
- 2 You may attack the base facilities, or an enemy fleet at the base. A docked fleet will not be able to counterattack.
- 3 Select ENTER to execute your orders. After the Plan Phase, you will enter a naval battle (See page 34, Naval Battles).

STRIKE (PLAN PHASE) 1*

Launch an air strike against the enemy. You cannot launch an air strike without fleet air forces. Your air strike range depends on the cruising range of your air forces. If an enemy fleet is escorted by its air forces, an air battle will begin. If the number of your air forces exceed the enemy's escorts, you may strike the enemy fleet after the air battle.

FLEET

- 1 Your air strike range will be displayed. Select an enemy fleet within your range.
- 2 A list of your fleet's carriers will be displayed. Select the carrier from which you will launch the air strike. Select ALL to send out all available air forces (Go to step 3).
- 3 The carrier's air forces will be displayed. Select which air forces will attack the enemy fleet. Your selections will be displayed in yellow.
- 4 Select ENTER.
- 5 Follow steps 2-4 to select more air forces from other carriers.
- 6 Select ENTER to execute your orders. After the Plan Phase, you will enter an air battle (See page 36, Air Battles).

BASE

- 1 Your air strike range will be displayed. Select an enemy base from within the range. If there are enemy land forces stationed at a post within range, you may also select that post.
- 2 Follow steps 2-3 in the Fleet at Sea, STRIKE-FLEET command.
- 3 You may target the base facilities, or the enemy fleet at the base. A docked fleet will not be able to counterattack.

RE-ARM (BOTH) 1

Re-arm your aircraft's weapons according to their targets. Guns are effective against airplanes, bombs against bases, and torpedoes against ships.

- 1 A list of your fleet's carriers will be displayed. Select the carrier whose air forces you will re-arm.
- 2 The carrier's air forces will be displayed. Select which air force you will re-arm.
- 3 The arms of the air force unit will change in the order of Guns (G), Bombs (B), and Torpedoes (T), each time you press Button C.
- 4 Select ENTER when you are satisfied with the arms of your aircraft.
- 5 Repeat steps 1-4 to re-arm other air force units.
- 6 Select ENTER to execute your orders.

ORDER/CANCEL (BOTH) 0

Delegate orders to your fleets (See page 17, Order), or cancel previous orders.

INFO (BOTH) 0

Information on your fleet will be displayed.

Ship Class	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Normal Ship	20	6	8	7	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Admiral	20	7	8	7	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Vice-Ad	20	7	8	7	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Admiral	20	6	8	7	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
C. Admiral	20	6	8	7	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Tenacious	20	6	8	7	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Mayfield	20	6	8	7	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
M. Virginia	20	6	8	7	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10

Warship List Screen



Navy Supplies



Army Divisions

Ship Class	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Normal Ship	20	6	8	7	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Admiral	20	7	8	7	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Vice-Ad	20	7	8	7	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Admiral	20	6	8	7	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
C. Admiral	20	6	8	7	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Tenacious	20	6	8	7	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Mayfield	20	6	8	7	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
M. Virginia	20	6	8	7	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10

Warship Info Screen

Select a ship from the Warship List Screen to view information on the ships in your fleet. If you select a carrier, press Button C to view the air force units aboard the carrier.

FLEET AT PORT

The following commands are available to your fleets at port.

FIX (MOVE PHASE) MAXIMUM

Dry dock your ship to repair damages or equip weapons.

QUICK

Repair one damaged area of the ship in a short period of time.

TOTAL

Repair all damages to a ship.

Follow these steps to execute a QUICK or TOTAL fix to your ship:

- 1 A list of your ships at port will be displayed. Select which ship you will repair.
- 2 Select QUICK or TOTAL. If you select QUICK, you must select which damaged area you will repair.
- 3 The number of days it will take to repair the ship will be displayed. Select ENTER.
- 4 Repeat steps 1-3 to repair other ships at port. Select ENTER to execute your orders.

EQUIP

You may equip your ships with new weapons when they have been developed (See page 21, New Arms).

- 1 A list of your ships at port will be displayed. Select which ship you will equip with new weapons.
- 2 Select the EQUIP command.
- 3 Select which weapons you will add to your ship. You may select as many weapons as you wish. Once a ship is equipped with the weapon, however, it cannot be removed. When you equip a ship with rockets, it will not be able to attack with torpedoes.
- 4 The number of days it will take to equip the weapons will be displayed. Select ENTER.
- 5 Repeat steps 1-4 to equip other ships. Select ENTER to execute your orders.

ORGANIZE (Org) (MOVE PHASE) MAXIMUM

Organize your fleets at port. You may exchange ships and aircraft with other fleets at port, or those stationed at the base.

FORMATION/FLEETS

These commands are the same as the Fleet at Sea ORGANIZE-FORMATION/FLEETS commands (See page 23, ORGANIZE). For fleets at port, you may also exchange aircraft among your base air forces and fleet air forces.

SCUTTLE

For fleets at port, you may scuttle all ships in your fleet, including the flagship. If you scuttle your flagship when there are land forces on board, the land forces will automatically debark at the base. When the base has the maximum 4 land force units, you may not scuttle your flagship. Scuttling all ships in the fleet terminates its existence.

BASE AIR FORCES (BASE A.F.)

Exchange air force units with the base.

- 1 A list of your fleet's carriers will be displayed. Select the carrier whose air forces you will exchange.
- 2 Your fleet air forces and base air forces will be displayed. Select which units you will exchange. The selected units will be displayed in yellow.
- 3 The air force units will switch positions when you select the second unit. When the units consist of the same type of aircraft, you must enter the number of aircraft you will exchange. The number of aircraft may not exceed the maximum capacity of the carrier.

SUPPLY (MOVE PHASE) MAXIMUM

Supply your fleets at port with fuel or aircraft.

FUEL

Select FUEL to supply fuel to your fleet, or TRANS 1/2 to add transport ships to the respective group. There is a maximum of 4 transport ships per group.

PLANES

Supply your fleet with aircraft. Follow steps 1-4 in the Main Command, ASSIGN-BASE A.F. on page 19.

DEBARK (MOVE PHASE) MAXIMUM

Order the land forces aboard your ships to debark. A maximum of 4 land force units may be stationed at a base. The land forces may not debark, if the maximum has been reached.

DEPART (MOVE PHASE) 1*

Order your fleet to shore off and set sail. Follow the steps in the Fleet at Sea, SAIL command (See page 22).

ORDER/CANCEL (BOTH) 0

Delegate orders to your fleets (See page 17, Order), or cancel previous orders.

INFO (BOTH) 0

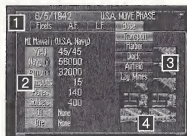
Information on your fleet will be displayed (See page 27, Info).

BASE COMMANDS

There are two ways to select a base to command:

- Select a base from the Grid Map (Blue square = U.S. Base, red square = Japanese base).
- Select LIST-BASE from the Main Commands, and then select a base from the list.

BASE SCREEN



- Base Commands
- Base Data
- Harbors and Docks
- Airfields

NOTE: Press the Left/Right Buttons to view the Grid Map of the area surrounding the base.

STATUS OF HARBORS



No Harbor



Open Harbor



Full Harbor



Under Construction



Destroyed

STATUS OF DOCKS



Open Dock



Full Dock



Under Construction



Destroyed

STATUS OF AIRFIELDS



No Airfields



Normal Airfield



Under Construction



Destroyed

BASE SCREEN COMMANDS

FLEET

Access the Fleet at Port Commands (See page 27, Fleet at Port).

AIR FORCES (A.F.)

Access the Base Air Force Commands (See below, Base Air Force Commands).

LAND FORCES (L.F.)

Access the Land Force Commands (See page 33, Land Force Commands).

BASE

The following commands help maintain the operation of your bases.

TRANSPORT [Move Phase]

Transport supplies from the Navy's reserve to the base. Enter the number of transport ships and the amount of supplies for the base. The number of days it will take to send the supplies will be displayed. You may not transport more supplies until the current shipment is completed. Press the Select Button to view information on the use of base transports.

HARBOR [Move Phase]

Build harbors at your base as the base's budget, supplies, and occupancy allows. The combined total of your harbors and docks at one base may not exceed 8. You may build one harbor per month. You cannot build a harbor in the same month that you have built a dock. The construction will complete on the first day of the following month.

DOCK [Move Phase]

Modify your harbors to build docks as the base's budget, supplies, and occupancy allows. Repair your damaged warships at the docks. You may build a maximum of 4 docks per base and one harbor per month. You may not build a dock in the same month that you have built a harbor. The construction will complete on the first day of the following month.

AIRFIELD [Move Phase]

Build airfields at your base as the base's budget, supplies, and occupancy allows. You may build up to 2 airfields per base. You cannot build more than 1 airfield in the same month.

LAY MINES/MINE SWEEP [Move Phase]

Lay mines at your base to protect your transport ships against a submarine attack. Keep in mind that your own submarines will not be able to enter the base's harbor after you lay mines. You may remove them with the MINE SWEEP command.

BASE AIR FORCE COMMANDS

The following commands are available to your Navy base air forces. You cannot issue orders to the Army's air forces.

ESCORT (MOVE PHASE) 2

Order your base air forces to take off and prepare for an enemy attack on the base. Follow the steps in the Fleet at Sea, ESCORT command (See page 25, ESCORT).

RE-ARM (BOTH) 1

Re-arm your aircrafts' weapons.

- 1 A list of your base air forces will be displayed. Select which air force you will re-arm.
- 2 The arms of the air force unit will change in the order of Guns (G), Bombs (B), and Torpedoes (T), each time you press Button C.
- 3 Select ENTER when you are satisfied with the aircrafts' arms.

ASSIGN (MOVE PHASE) 4*

Assign aircraft to your base air forces. Follow the steps for the ASSIGN-BASE A.F. command (See page 18, Assign).

ORGANIZE (ORO) (MOVE PHASE) 4*

Exchange air force units among your bases.

- 1 A list of the bases available to exchange air forces will be displayed. Select a base from the list.
- 2 The air force units of each base will be displayed. Select which units you will exchange. Your selections will be displayed in yellow. When you select the second unit, the two air force units will automatically exchange positions.
- 3 Select ENTER to execute your commands.

SEARCH (PLAN PHASE) 1

Order your base air forces to search for enemy fleets in the surrounding seas.

STRIKE (PLAN PHASE) 1*

Wage an air strike with your base air forces. Follow the steps for the Fleet at Sea, STRIKE command (See page 26, Strike).

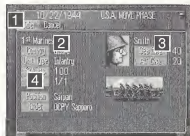
ORDER/CANCEL (BOTH) 0

Delegate orders to your base air forces (See page 17, Order), or cancel previous orders.

INFO (BOTH) 0

Display information on your base air forces. Use the left and right arrow keys on the Directional Pad to scroll data.

LAND FORCE COMMANDS



- 1 Land Force Commands
- 2 Land Force Name
- 3 Commander
- 4 Land Force Data

The following commands are available to your land forces. A land force unit may execute 1 command per turn.

MOVE (MOVE PHASE) 1

Move your land forces to another base or post.

- 1 The bases and posts to which you may move will be displayed. Select a base or post.
- 2 Select ENTER to move or CANCEL to choose another location.

BOARD (MOVE PHASE) 1

Order your land forces to board a fleet at port.

- 1 A list of available fleets will be displayed. Select which fleet you will board.
- 2 Select ENTER to board the fleet. A unit with a Power level of 25 requires 1 transport. Your land forces may not board the fleet, if there are not enough transport ships.

ATTACK (PLAN PHASE) 1

Attack an enemy land force unit at a base or post (See page 37, Land Battles).

ORDER/CANCEL (BOTH) 0

Delegate orders to land forces (See page 17, Order), or cancel previous orders.

SUBMARINE COMMANDS

ORDER/CANCEL (BOTH) 0

Delegate orders to your submarines (See page 17, Order), or cancel previous orders.

NOTE: If you order a submarine to MOVE to a base with a dock, any damages will automatically be repaired.

BATTLE IN THE PACIFIC

A battle occurs when you wage an attack on the enemy, or an enemy unit attacks you. Battles begin after the Plan Phases for both the U.S. and Japanese sides are completed. In P.T.O. II there are three different battle modes: naval battles, air battles, and land battles.

OCCUPYING BASES/POSTS

Only land forces are capable of occupying a base or post. A base or post will be occupied when it is attacked and both of the following conditions are met.

- Your land forces are at the base or post.
- There are no enemy land forces at the base or post.

When you occupy a base linked to your home port, you will obtain money and supplies from that base. Bases occupied by the Marines will become a Navy base, and bases occupied by the Army will become an Army base.

NAVAL BATTLES

Naval battles occur in the following situations:

- | | | |
|------------|----|-------------------------------|
| Your Fleet | vs | Fleet at sea/Submarine |
| Your Fleet | vs | Enemy base/fleet at port |
| Your Fleet | vs | Land forces at a base or post |

Your fleet will be automatically positioned at the start of a naval battle.

END OF A BATTLE

A naval battle ends when one of the following conditions are met:

- A fleet (or other unit) from either side is completely destroyed.
- All warships of a fleet from either side retreats.
- Each side completes 10 turns.

NOTE: To retreat from a naval battle move opposite of where you were positioned at the start of the battle.

NAVAL BATTLE SCREEN



- 1 Fleet
- 2 Fleet/Warship Battle Commands (See page 38)

The color of ship markers will change according to the condition of the ships. Light blue indicates normal, red on fire, and green damaged. When selecting a warship to command, press the Left/Right Buttons to get a broader view of the surrounding area.

NAVAL BATTLE MARKERS

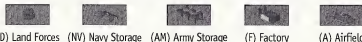
WARSHIPS

Warships will have the following codes to represent the types of ships. Ships that are awaiting orders are displayed in white, and ships that have completed their orders are displayed in gray.

DBB Dreadnought Battleship	BB Battleship	CV Aircraft Carrier
CVL Light Carrier	CA Heavy Cruiser	CL Light Cruiser
DD Destroyer	AP Transport	SS Submarine

BASE FACILITIES

Move the cursor to a base facility to view the name of the facility or land force.



- (D) Land Forces (NV) Navy Storage (AM) Army Storage (F) Factory (A) Airfield

WARSHIP DAMAGE

The following describes the type of damage your warships may incur in battle.

- = Capable of fully repairing damage at sea.
- △ = Capable of repairing damage so that ship may recover up to half of its maximum speed.
- X = Damages cannot be repaired at sea. You must return to port and dry dock the ship.

NOTE: Damages are repaired at sea automatically with each turn.

LOCATION	REPAIR	DAMAGE
Deck	X	The damage may be minimal, slight, or serious. When the strength of any part of the deck becomes 0, the ship will sink.
Bridge (Direct Hit)	X	The commander may die, or radar weapons may be destroyed.
Rudder	○	The ship will only be capable of moving forward.
Engine	△	The speed of the ship will decline. When the maximum capable speed becomes 0, the ship will sink.
Armory (Flooded)	X	The ship will be incapable of attacking with its main guns and anti-aircraft guns.
Torpedo Tubes	X	The ship will be incapable of a torpedo attack.
Main Guns	X	The attacking strength of the ship's main guns will decrease. If it becomes 0, the ship will sink.
Anti-aircraft Guns	X	The attacking strength of the ship's anti-aircraft guns will decrease. If it becomes 0, the ship will sink.
Fire	○	The strength of the ship's armor will continue to decrease until the fire is extinguished. The time to extinguish a fire depends on the weather and the experience level of the ship's crew.
Hanger	X	The number of the carrier's aircraft will decrease.
Ballast Tanks	○	The submarine will be unable to submerge.
Cracks in the Armor	○	The submarine will be unable to submerge. Depending on the situation, it may sink.

AIR BATTLES

Air battles occur in the following situations:

- Your A.F. vs Fleet at sea
- Your A.F. vs Enemy base/fleet at port
- Your A.F. vs Land forces at a base or port

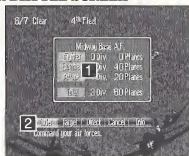
Data on your air forces will be displayed when the battle begins.

END OF THE BATTLE

An air battle ends when one of the following conditions are met:

- a. All air forces have waged an attack.
- b. The enemy forces are completely destroyed.

AIR BATTLE SCREEN



- 1 Air Force Data
- 2 Air Battle Commands (See page 40)

AIR BATTLE MARKERS

The following markers are displayed in an air battle.



Dreadnought Battleship/Battleship



Carrier/Light Carrier



Cruiser



Destroyer



Transport Ship

LAND BATTLES

A land battle occurs when two opposing land force units or air force units battle against each other. Land battles are controlled by the computer, and you cannot issue commands for that battle. A land battle ends when each side has completed a series of battle turns.



BATTLE COMMANDS

NAVAL BATTLE COMMANDS

Press Button Z to switch modes from commanding your entire fleet to commanding each warship within the fleet. When commanding each warship, move the cursor to a warship and press Button C to view its information. Press Button C again to display Warship Battle Commands.

FLEET BATTLE COMMANDS

The following commands are available to direct your entire fleet in battle.

ORDER

Delegate orders to your fleet.

DELEGATE

Delegate orders that will direct the actions of your entire fleet. The choices for your orders will vary depending on the situation.

TARGET

Select a target for your fleet's attack. Choose from enemy warships, base facilities, or land forces.

RETREAT

Retreat from the battle.

LAND

Order your Marines to land at the base. This command will not be displayed, if you don't have any landing forces aboard your fleet.

INFO

View information on your warships in battle.

OPTION

Review or change your options for the message display speed and animation during battles.

WARSHIP BATTLE COMMANDS

The following commands are available to direct each of your warships in battle.

MOVE

Move your warships. Select a position within the displayed sailing range of the warship. After moving the ship, decide whether or not to attack.

STEER

Change the direction of the warship. After changing directions, decide whether or not to attack.

ATTACK

Attack an enemy warship, land force, or base facility.

If your cruisers or destroyers are equipped with torpedoes, you may attack with guns or torpedoes. Only the port or starboard sides of a ship may be attacked by torpedoes. When a warship equipped with torpedoes attacks an enemy submarine, depth charges will be launched.

If your ship is equipped with rockets and you are attacking a base facility or land force unit, you may attack with guns or rockets.

The number of your remaining torpedoes or rockets will be displayed in the Warship Info Screen (See page 27, Warship Info Screen). You may re-supply your torpedoes and rockets at a base with the SUPPLY command.

The following table lists the shooting ranges of your armaments.

Dreadnought Battleship	9	Battleship	7	Aircraft Carrier	4
Light Carrier	3	Heavy Cruiser	6	Light Cruiser	5
Destroyer	4	Torpedoes	4	Oxygen Torpedoes	5
Land Forces	6	Rockets	7	—————	—

INFO

View information on your warships in battle.

ORDER

Delegate orders to your warships to attack a selected TARGET, MOVE to a specified position, RETREAT from battle, or LAND the landing forces.

LAND

You may order a landing operation when you are attacking a base or post and have land forces aboard your transport ships. If there are no enemy land forces at the base or post, you will successfully occupy the area. If enemy land forces are stationed at the base or post, you may attack with your land forces the day after the naval battle is over by selecting ATTACK from your Land Force Commands (See page 33, Land Force Commands-Attack).

- Move your transport ships close to shore.
- Select LAND from the Battle Commands.

RETREAT

Retreat your warships from the battle by moving away from the battle scene and selecting RETREAT from the Battle Commands.

MARINE BATTLE COMMANDS

When an enemy fleet attacks a base where your Marines are stationed, you may give orders to your Marines.

ORDER

Delegate orders to your Marines for the entire battle.

TARGET

Select a target for your Marines to attack.

AIR BATTLE COMMANDS**ORDER**

Delegate control to your air forces for the entire battle.

TARGET

Choose whether to target an enemy warship or base facility. Your air forces will decide which specific warship or base facility it will attack.

DIRECT

Give orders to each air force unit separately.

ATTACK

Attack an enemy warship, base facility, or land force.

- 1 Select a target from the Air Battle Screen. Press Button Z to resume command over all your air forces.
- 2 Data on the enemy's warship, base facility, or land force will be displayed when you select a target. Choose whether you will attack with your guns, bombs, or torpedoes. You cannot attack with torpedoes when another warship is in front of your target.
- 3 Select ENTER to commence the attack.

WAIT

Press Button B for your air forces to wait for further orders.

SUBMARINE BATTLE COMMANDS

See page 38, Fleet Battle Commands for command explanations.

**MONTHLY CONFERENCE**

The conference begins on the first day of each month. You attend conferences as the representative of the Navy. Your objective is to secure as much budget, supplies, and fighting forces as possible for the Navy.

YOUR ATTENDANCE

On the first day of each month, you will be summoned to attend the conference. Select ENTER to attend the conference, and CANCEL to be counted absent. If you are absent from a Conference, all topics, except for Weapon Production and Espionage, will be decided without your vote.

CONFERENCE SCREEN

- 1 You
- 2 Secretary
- 3 Exit
- 4 Cards

The conference proceeds in the style of a card game. Each player interacts with the other 4 members of the conference to discuss the topics. Fifteen minutes are allotted to discuss each topic. The game advances one minute for each card used by the members. Some cards may lengthen or shorten the time of the conference.

Use the Directional Pad to move the cursor, and press Button A to select a card. Press Button X during the meeting, to view other members' suggestions, and decisions made on discussed topics.

PROGRESS OF CONFERENCE

1. **Dealing the Cards** Before the meeting, 2-7 cards are dealt to each member. The number of cards is determined by the results of the previous month's objectives, and the state of affairs in the members' country.
2. **Proposals** After the meeting begins, members state their proposals on the topics. You submit the Navy's proposal after all other members.
3. **Discussion** Using cards, the proposals are discussed.
4. **Decisions** At the end of the discussion period, if only one proposal remains, that pro-



posal will be adopted. If there is more than one proposal, the leader of the meeting will take a vote. You must select a proposal to enter your vote. When you are voting on your own proposal, a proposal that is identical to yours, or when you have agreed with someone else's proposal, you will automatically vote for that proposal.

If a decision cannot be made after taking a vote, or if no proposals are submitted, the decision will be made at a later conference. (You will not participate in this conference.)

PLAYER'S OPTIONS

When a member submits a proposal that is identical to a previously submitted proposal, that member agrees with the other member's proposal. If a member does not REFUSE another member's UNIFY or DIRECT card, that member approves the other member's proposal. You cannot play the UNIFY, DIRECT, or PLEAD card on a member who agrees with or approves another member's proposal.

You have the following options when it is your turn to state your proposal, or the PLEAD or UNIFY card has been presented to you by another member.

USE A CARD Select a card to play. Cards that can be used are displayed in bright colors.

DISCARD A CARD If you have no cards that can be used, or if you don't want to use a card, you may discard a card. Press Button B and choose the card to be discarded. Each time you use or discard a card, it will be replaced by another card.

HOLD When a UNIFY or DIRECT card is played, you can agree with the member by pressing Button B.

VIEW A PROPOSAL Press Button Z and select a member's proposal.

VIEW DECISIONS Press Button Z and select the Secretary to view the decisions that have been made.

EXIT TEMPORARILY Press Button Z and select the exit to pass on a topic. The topic will be decided automatically, according to the discussion of the remaining members.

AGREEMENT AND APPROVAL

When a member submits a proposal that is identical to a previously submitted proposal, that member agrees with the other member's proposal. If a member does not REFUSE another member's UNIFY or DIRECT card, that member approves the other member's proposal. You cannot play the UNIFY, DIRECT, or PLEAD card on a member who agrees with or approves another member's proposal.

PLAYER'S CARDS

There are 8 types of cards used during meetings.

The numbers in parentheses show the amount of time used by playing each card. Cards that can be used are displayed in bright colors.



PLAN (1 MIN.)

Submit your proposal for the topic of discussion. Each member can make one proposal for each topic. If you have already submitted a proposal, you may revise it by submitting another proposal.



UNIFY (1 MIN.)

Ask all members to agree with your proposal. To refuse the UNIFY card, members must use a REFUSE card.



DIRECT (1 MIN.)

Persuade another member to agree with your proposal. To refuse the DIRECT card, members must use a REFUSE card.



PLEAD (1 MIN.)

Persuade another member to withdraw his proposal. To refuse the PLEAD card, members must use a REFUSE card.



REJECT

Use this card to refuse a UNIFY, DIRECT, or PLEAD card.



PASS (1 MIN.)

Pass your turn to another member of your choice.



BIDE (RANDOM)

Bide for time to shorten the discussion. The clock advances at random, between 2 and 6 minutes.



EXTEND (+ RANDOM)

Ask to extend the discussion. The time will be extended at random from 3, 6, or 10 minutes.

TOPICS OF CONFERENCE

5 topics are discussed at the meetings - Foreign Affairs, Operation Goals, Budget, Supplies, and Drafting Personnel.

FOREIGN AFFAIRS

Draft your nation's policy on alliances, pacts, and declarations of war. Select a nation and your policy. Policies displayed in red may not be selected. To declare war or betray a pact, you must also enter a date. Select INFO to view information on each nation.

DECLARE WAR Declare war against a nation on the specified date.

REQUEST WAR PARTICIPATION Ask a neutral nation to join your side in the war.

MILITARY PACT Sign a military pact with a nation, and gain free access to its bases. The nation with whom you sign a pact cannot participate in battle.

AID PACT Sign an aid pact with a nation to draw a monthly income from its bases. The nation with whom you sign a pact cannot participate in battle.

PEACE TREATY Sign a peace treaty with a nation to occupy its bases and dismantle its military forces. After a peace treaty is concluded, the nation cannot participate in the game. Peace treaties cannot be broken.

NEGOTIATIONS Increase your level of Support with another country by holding friendly meetings. You must have adequate funds in your Foreign Budget.

BREAK MILITARY PACT/AID PACT Break a military pact or an aid pact. Your Support level with that country will decrease.

NOTE: The success and failure of pacts and treaties depends on your Support level with other nations and your luck.

OPERATION GOALS

Define your mission and the forces (Navy, Army, or both) to lead the operation. You may have up to 3 operation goals. If the previous month's goals have not been accomplished, you may continue pursuing those goals, or establish new ones by selecting CANCEL.

To set up a target, select a base from the Map. You may also display the following information.

FLEETS The locations of your fleets are displayed on the Main Map.

SUBMARINES The locations of your submarines are displayed on the Main Map.

BASES The same list of bases is displayed as when you select the LIST-BASE command (See page 19, List). Select a base from this list to establish your objective.

GOALS View the goals that have been chosen so far.

MISSION

Select one of the following strategies for your objective.

OCCUPY Occupy the base or post with your land forces.

DESTROY Destroy the base factory and reduce its production capacity to 0. (Base occupation will also destroy the base factory.)

DEFEND This mission is automatically selected when you select a base or post under your control.

BUDGET

4/1944 Budget Allocation

Item	Current	Remaining
Navy	11000	0
Army	10000	0
Foreign Policy	0	0
Bases	15000	0
Technology	0	0
Government	900	5934

Please allocate funds to the above areas.
Button A: View information on selected item

Select a budget and enter the amount of money you will allocate. Press Button A to view a summary of expenditures. Allot your budget for the following items:

NAVY BUDGET Money used to finance the Navy.

ARMY BUDGET Money used to finance the Army.

FOREIGN BUDGET Money set aside for negotiations with foreign nations.

BASE BUDGET Money used to maintain the operation of your bases.

TECHNOLOGY BUDGET Money used to develop your nation's technology. After allocating your entire budget, decide whether or not you will allocate funds for specific categories in the Technology Budget. The Technology Budget is divided into 5 parts - Espionage, Naval Technology, Aeronautics, Weaponry, and Industry. If you allocate less than 500, the technology in that category will fall behind. Amounts exceeding 2500 do not have a greater effect on developing your technology.

GOVERNMENT BUDGET Money used for domestic needs. This affects your GNP.

SUPPLIES

Distribute supplies to the Navy, Army, and nation. Choose one and enter the amount of supplies you will allocate. Press Button A to view a summary of supply expenditures.

NAVY Distribute the allocated Navy's supplies to the bases using the Base Command, TRANSPORT (See page 31).

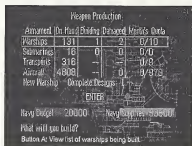
ARMY The Army's supplies will be automatically divided among the Army bases.

NATIONAL The amount of national supplies affects the national GNP.

DRAFT

Draft people for the Navy and Army. (The U.S. has a fourth category: European Personnel.) If you draft many soldiers for the Army or Navy, your GNP will fall. When your GNP decreases, your next month's income will also decrease. Press Button A to view a summary of how your military personnel have been deployed.

WEAPON PRODUCTION



ON HAND The current number of the Navy's supply of the arsenal.

BUILDING (BLDG) The number currently in production.

BOMBED (BOMB'D) The number of damaged arsenal.

MAX BUILD The maximum number you may build for that arsenal.

At the conference, you also decide how many warships, submarines, transport ships, aircraft, and new warships the Navy will build. You must have an adequate amount of money and supplies to build new weapons.

Press Button A to view the names of ships scheduled for production.

SHIPS

- 1 Select the type of ship you will build.
- 2 A list of ship classes will be displayed. Select a ship class.
- 3 Confirm that you want to build the ship. Select ENTER to execute your orders.

SUBMARINE

- 1 A list of submarine classes will be displayed.
- 2 Select a submarine. Your choice will be displayed.
- 3 Confirm your choice and select ENTER.

TRANSPORT SHIPS (TRANS)

- 1 Enter the number of ships you wish to build.
- 2 Verify your number. Select ENTER to execute your orders.

PLANES

There are many types of aircraft you can build (See page 24, Fleet Air Forces). You may build two variations of an aircraft type at one time. Active production lines will display the name of the aircraft in white. Inactive production lines will display the name of the aircraft in gray.

AIRCRAFT-ACTIVE PRODUCTION LINES

- 1 Select which aircraft you will build from the list of aircraft.
- 2 Confirm that you want to build the aircraft. Select ENTER, and input the number of aircraft to be built. If you select CANCEL, you will be asked to verify whether or not to stop the production line. To stop building, select ENTER. Stopping a production line of an aircraft will reduce the number of reserve aircraft for that type to 0, and increase the Navy's supplies.

AIRCRAFT-INACTIVE PRODUCTION LINES

- 1 Select which aircraft you will build from the list of aircraft.
- 2 Confirm that you want to activate the production line. Input the number of aircraft to be built.

AIRCRAFT - NO AVAILABLE PRODUCTION LINES

- 1 Select which aircraft you will build from the list of aircraft.
- 2 You must stop a currently active production line to open another one. Select ENTER to stop a production line.
- 3 Select which production line you will stop.
- 4 Confirm that you want to stop the production line. Select ENTER, and input the number of aircraft to be built.

ORIGINAL WARSHIP

Design a new type of ship. Your nation's technology needs to reach a certain level to design new ships. You may build new ships in the following month by selecting the SHIPS or SUBMARINE command under Building Weapons in the meeting.

- 1 A list of new warships will be displayed. If a ship can be designed, the ship's data will be displayed; other ships will be displayed as "Incomplete (INC)".
- 2 Select a warship to design.
- 3 The screen will switch to the New Warships Screen. Enter the data for the new ship's capabilities.
- 4 Enter a name for your ship.

ESPIONAGE

After the meeting, select three enemy bases to be infiltrated by your spies. You may view the data collected by spies with the STRATEGY-INTELLIGENCE-SPY REPORT command (See page 20, Spy Report). You may also view the collected base data with the LIST-BASE command (See page 19, List).

WARRANTY

90-Day Limited Warranty

Koei Corporation warrants to the original consumer purchaser that this game CD shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Koei will repair or replace the game CD, at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card.
2. Save your sales receipt, **indicating date of purchase**, and the UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game CD to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify Koei Corp. by calling the **Customer Service Dept. at (415)348-0500, between the hours of 9 a.m. to 4:45 p.m. Pacific Standard Time, Monday through Friday.**
5. If the Koei Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number prominently on the outside packaging of your defective game CD, enclose your name, address and phone number, and return the game CD. **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, together with your sales and the UPC code within the 90-day warranty period to:

**KOEI Corporation
500 Airport Blvd., Suite 425
Burlingame, CA 94010**

This warranty shall not apply if the game CD has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Service After Expiration of Warranty

If the game CD develops a problem requiring service after the 90-day warranty period, you may contact the Koei Customer Service Dept. at the phone number noted previously.

